

# Nintendo ENTERTAINMENT SYSTEM



**JALECO™**

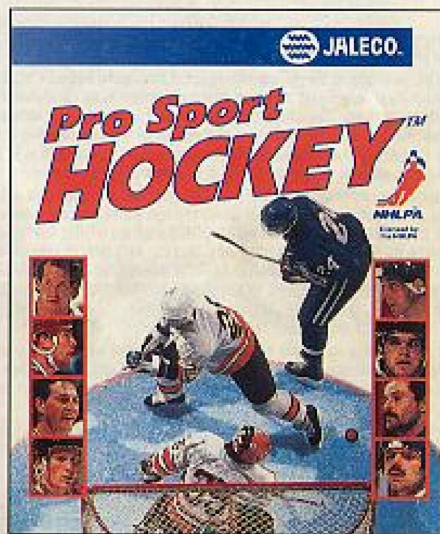
Jaleco® and Pro Sport Hockey™ are registered trademarks and trademarks respectively of Jaleco USA, Inc. NHLPA™ licensed from the National Hockey League Players Association. Used with permission.  
© 1993 Jaleco USA, Inc.

**EmuMovies**

**Jaleco USA, Inc.**  
685 Chaddick Drive  
Wheeling, Illinois 60090  
(708) 215-2359

Printed in Japan.

# Nintendo ENTERTAINMENT SYSTEM



NES-85-USA

INSTRUCTION BOOKLET

# Nintendo ENTERTAINMENT SYSTEM

## JALECO™ USA INC. LIMITED WARRANTY

Jaleco USA Inc. warrants to the original purchaser of this Jaleco software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Jaleco software program is sold "as is," without express or implied warranty of any kind, and Jaleco is not liable for any losses or damages of any kind resulting from use of this program. Jaleco agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Jaleco software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Jaleco software product has arisen through abuse, unreasonable use, mistreatment, or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE JALECO. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL JALECO BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS JALECO SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Jaleco™ is a trademark of Jaleco USA Inc.  
ProSport Hockey™ & © 1991 Jaleco USA Inc.  
All rights reserved.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO AND NINTENDO ENTERTAINMENT SYSTEM ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. © 1991 NINTENDO OF AMERICA INC.

JALECO USA, INC. • 685 Chaddick Drive • Wheeling, Illinois 60090 • (708) 215-2359

# Nintendo ENTERTAINMENT SYSTEM

**WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.**



## WHY SHOULD YOU JOIN THE JALECO MAJOR PLAYER'S CLUB?

*Here's what you get if you join:*

- WIN FREE GAMES

You'll be eligible to win free Jaleco games from our once-a-month drawings!

- FIND OUT ABOUT NEW GAMES

Find out about new Jaleco games before they're released! Get in on special Jaleco promotions and contests! *And more!*

- TEST GAMES BEFORE THEY'RE RELEASED

Hey, maybe we'll even ask a few of you if you'd like to test Jaleco games *before they're released!* You could be selected as a *Jaleco Major Player!*

*Here's what you get if you don't join:*

- YOU GET NUTTIN' IF YOU DON'T JOIN!

And there's only one way you can get in on all this good stuff — and all it's going to cost you is a few moments of your time and the price of a postage stamp!

*Here's how to join:*

- Find the Jaleco Major Player's Membership/Warranty card enclosed in this package.
- Fill in the information requested on the card.
- Put a stamp on the card.
- Drop the card in the mail.

That's right, all you gotta do is fill out the card, mail it to us, and you're in! Even if you've joined before, fill out the card and send it again. It will increase your chances of winning! Welcome to the club!

## TABLE OF CONTENTS

---

INTRODUCTION .....	4
OBJECT OF THE GAME .....	5-6
GETTING STARTED .....	6-7
CONTROLLER FUNCTIONS DURING A GAME .....	8-9
OPTIONS .....	10-12
SELECT TEAM SCREEN .....	12-13
SETUP SCREEN .....	14-17
ON-SCREEN DISPLAYS .....	18
THE RINK .....	19-20
SUPER CUP MODE .....	20-23
EXHIBITION MODE .....	23-24
TRAINING MODE .....	24-25
PENALTIES .....	26-27
FOULS .....	27-28
TEAM ROSTERS AND RATINGS .....	29-40
GAME TIPS — THE JALECO MAJOR PLAYER'S HOTLINE .....	41
TAKING CARE OF YOUR JALECO GAME .....	41

## INTRODUCTION

---

Grab your stick and get ready to hit the ice . . . it's time to face off with the pros in *ProSport Hockey™*! Endorsed by the National Hockey League Players' Association, *ProSport Hockey™* includes the actual rosters for 24 professional teams — from Edmonton and Toronto to Boston, Minnesota and even San Jose. Pick a team and choose your starting lineup, then head for the rink and test your skills against the best the game has to offer.

*ProSport Hockey™* delivers the kind of hard-hitting action you'd expect, from the first faceoff to the final play of the game. The excitement grows as each team battles for the go-ahead goal. Work the puck down the ice with your opponents in hot pursuit. Bank a shot off the boards, then pick it up on the rebound and fire it past the goalie . . . and into the net for the score! Do whatever it takes to recover the puck on defense, including body checking. Just don't get carried away, or you could end up in the penalty box and give your opponent the power play advantage.

Take on the computer in an exhibition game, or challenge a friend to a head-to-head match-up . . . and see who gets the first hat trick! There's even a training mode so you can practice your skills for the shootout. When you're ready to advance to the big leagues, enter the Super Cup playoffs and compete for the championship. There are 24 teams in all, but only one has what it takes to be the best. Think you can make it? You've always wanted to play with the pros, so go for it . . . in *ProSport Hockey™*!

## OBJECT OF THE GAME

*ProSport Hockey™* has it all — the sights, the sounds, the non-stop action of professional hockey — even the big-name players! The league includes 24 teams, each with a 12-man roster that shows the actual centers, wings, defensemen and goalies for that team. You get overall team ability ratings in four different areas, as well as individual stats for each player.

Pick your favorite team, take a look at the starting lineup, then head for center ice! You rookies out there might want to start the season with a few Exhibition games. If your goaltending or shooting skills could use some work, spend a little time in Training. Don't forget to check out your options . . . you can choose the number of periods in a game, change the length of each period, even decide which penalties will be called. When you're ready for some real competition, go for the Super Cup!



## OBJECT OF THE GAME (continued)

---

How does it work? Easy — you always control the player closest to the puck. Players skate into position automatically, following the action as it moves up and down the ice. The center covers the attacking zone and looks for scoring opportunities. The left and right wings stay on their side of the ice, waiting for a chance to make something happen. The two defensemen deflect shots and keep the other team from scoring. Depending on the offensive and defensive strategies you choose, your players will either move aggressively toward the puck or hang back in their own zone.

Controls are simple, too. When you get the puck, just take aim and then pass or shoot. If you're near the other team's goal, you don't even need to aim . . . the shot will head toward your opponent's goal automatically! On defense, you try to knock the opposing players out of the way, or use your stick to get control of the puck. Press too hard and you're liable to draw a penalty, like charging or tripping . . . don't say we didn't warn you!

Have you got what it takes to go shoulder-to-shoulder with the pros? Then get ready to put your skills to the test. You've made it to the competitive world of professional hockey . . . the ultimate arena of steel on ice. So what are you waiting for? The *ProSport Hockey™* season is about to begin!

## GETTING STARTED

---

1. Place the *ProSport Hockey™* game pak (label side up) into your NES and turn on the unit. The title screen appears. Press **START**.



## GETTING STARTED (continued)

2. The SELECT MODE screen appears. Your options on the SELECT MODE screen are **Super Cup**, **Exhibition**, **Training** and **Options**. Use the Control Pad to position the player next to the option you want to select, then press **START** (or the **A Button**) to choose that option.

**NOTE:** Unless otherwise indicated, all options must be chosen with Controller 1.

### Super Cup

Select **SUPER CUP** to enter the Super Cup playoffs, a seven-game series in which you compete for the league championship. You may start a new game series, or enter your password to continue an existing series.

### Exhibition

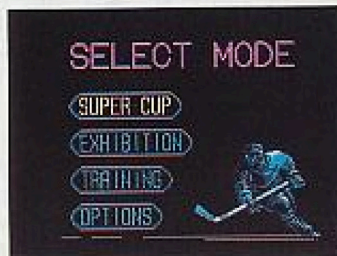
Select **EXHIBITION** to play a single practice game. You may play against the computer, or go head-to-head with a second player.

### Training

Select **TRAINING** to practice your offensive and defensive skills in a one-on-one situation. On offense, you attempt shots on goal. On defense, you defend the goal against a single player.

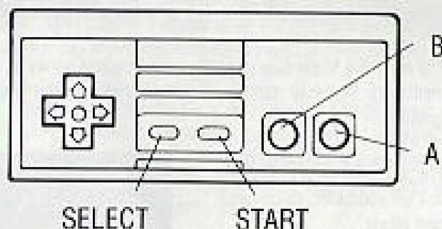
### Options

Select **OPTIONS** to change game options like the length and number of periods, and whether or not penalties will be called.



## CONTROLLER FUNCTIONS DURING A GAME

---



### OFFENSE

**Shoot** — Use the Control Pad to position your player and aim your shot, then press the **A Button**.

The puck will travel in the direction you are facing. The longer you hold the button, the more powerful the shot. If you can see your opponent's goal, the puck will automatically travel toward the goal no matter what direction you are facing.

**Pass** — Press the **B Button** to pass the puck to the closest player.

## CONTROLLER FUNCTIONS DURING A GAME (continued)

---

### DEFENSE

**Check** — Press the **A Button** when your player has shoulder contact with an opposing player. The longer you hold the button, the more powerful the check.

**Stick Check** — Press the **A Button** when your player is positioned a little away from an opposing player. The longer you hold the button, the more powerful the attack.

**Change Control** — Press the **B Button** to switch control to the player closest to the puck.

**Defend Goal** — If you have selected **MANUAL** goalie control on the **OPTIONS** screen, use the Control Pad to move the goalie in the crease. If you have selected **AUTO** goalie control, the goalie will defend the goal automatically.

### OTHER CONTROLS

**Pause** — Press **START** on Controller 1 to pause the game. The Pause screen shows you the score, period, time remaining, and any players serving penalties.

**Change Setup** — While the game is paused, press the **A Button** to display the **SETUP** screen. Make any changes, then select **EXIT** and press the **A Button** to return to the game.

## OPTIONS

Select **OPTIONS** from the SELECT MODE screen to change your options. Eight options appear on the OPTIONS screen. Press Up and Down on the Control Pad to position the player next to the option you want to change. Press the **A Button** to change the selected option. Press **START** to return to the SELECT MODE screen, or select EXIT and press the **A Button**.



### Period Time

Select the actual playing time for a period. Your options are 2, 5, 10 and 20 minutes. The default time is 5 minutes.

### Periods

Select the number of periods in a game. Your options are 1, 2 or 3. The default number is 3.

## OPTIONS (continued)

---

### Goalie

Select the type of goalie control. Your options are AUTO and MANUAL. If you choose AUTO, your goalie will defend the goal automatically. If you choose MANUAL, you will control the goalie when the opposing team attempts a shot. The default option is AUTO.

### Penalty

Turn this option ON or OFF to determine whether or not penalties will be called during a game. The penalties are HOOKING, TRIPPING, ELBOWING and CHARGING. The default option is ON.

### Offsides

Turn this option ON or OFF to determine whether or not Offsides penalties will be called during a game. The default option is ON.

### Icing

Turn this option ON or OFF to determine whether or not Icing penalties will be called during a game. The default option is ON.

### Tie Game

Select the way in which tie games will be decided in Exhibition play, and in the finals of the Super Cup playoffs. Your options are OVERTIME and S O (SHOOT OUT). The default option is OVERTIME. If you choose OVERTIME, a sudden-death overtime period is played at the end of a tie game. The first team to score wins the game. If you choose SHOOTOUT, a single player from each team attempts five shots on goal. Teams alternate shots. The team with the most goals at the end of the shootout wins the game.



## OPTIONS (continued)

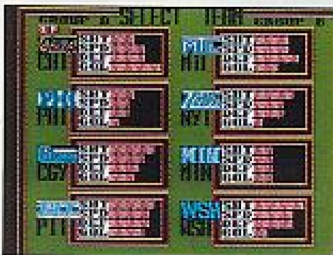
### Music

Turn this option ON or OFF to determine whether or not you will be able to hear the background music during the game. The default option is ON. Sound effects will still be heard when the music option is turned OFF.

### Exit

Select this option to return to the SELECT MODE screen. You may also exit the OPTIONS screen by pressing **START**.

## SELECT TEAM SCREEN



The SELECT TEAM screen appears before you start a new Super Cup series, and before each Exhibition game.

## SELECT TEAM SCREEN (continued)

This screen shows you a total of 24 teams, divided into six groups. Each group includes four teams. These groups are shown below.

### Group A

Chicago (CHI)  
Philadelphia (PHI)  
Calgary (CGY)  
Pittsburgh (PIT)

### Group B

Montreal (MTL)  
New York (NYI)  
Minnesota (MIN)  
Washington (WSH)

### Group C

New York (NY2)  
Tampa Bay (TBV)  
Quebec (QUE)  
Boston (BOS)

### Group D

Los Angeles (LA)  
Hartford (HFD)  
Ottawa (OTW)  
Vancouver (VAN)

### Group E

Detroit (DET)  
Buffalo (BUF)  
St. Louis (STL)  
New Jersey (NJ)

### Group F

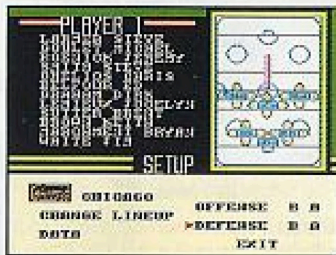
Edmonton (EDM)  
Toronto (TOR)  
San Jose (SJ)  
Winnipeg (WPG)

Overall team ability in four different areas is shown next to the team logo. The longer the red bar next to an ability, the greater the team's strength in that area. The abilities are:

- SHT** Shooting power
- SPD** Speed
- DEF** Defensive skill (avoiding penalties)
- GOL** Goalie response time

## SETUP SCREEN

The **SETUP** screen appears before each game. This screen shows all of the players on your team. The top six players in the list are the starting players. You can change the starting lineup, see more information about each player, or choose a different offensive or defensive strategy on this screen. To leave the **SETUP** screen, position the pointer next to the word **EXIT** and press the **A** Button.



You can also display the **SETUP** screen during a game. Press **START** to pause the game, then press the **A** Button. To return to the game, position the pointer next to the word **EXIT** and press the **A** Button.

## SETUP SCREEN (continued)

---

### Player Positions

The six player positions are shown on the diagram on the right side of the SETUP screen. These positions are:

Center (C)

Left Wing (LW)

Right Wing (RW)

Left Defense (LD)

Right Defense (RD)

Goalie (G)

### Change Lineup

Use the Control Pad to move the pointer next to the CHANGE LINEUP option, then press the **A Button**. A flashing red pointer appears next to the name of the first player on the team. A flashing square appears around the selected player's position on the hockey rink diagram. Press Up or Down on the Control Pad to position the pointer next to one of the first six players. Press Right on the Control Pad to see the statistics for the selected player. Press any button to return to the SETUP screen.

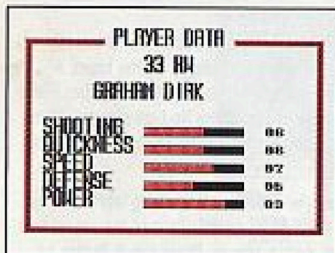
To replace the selected player with another player, press the **A Button**. A flashing white pointer appears. Press Up or Down on the Control Pad to move the white pointer next to the player you want to select, then press the **A Button**. The two players switch places. Press the **B Button** to remove the white pointer without changing the lineup. If you select the goalie (the sixth man in the starting lineup), you will only be able to replace him with the other goalie (the last man in the lineup).

Press the **B Button** to leave the CHANGE LINEUP mode.

## SETUP SCREEN (continued)

### Data

Use the Control Pad to move the pointer next to the DATA option, then press the **A Button**. A flashing red pointer appears next to the first player on the team. Press Up or Down on the Control Pad to position the pointer next to any one of the players, then press the **A Button** to see the statistics for the selected player.



The PLAYER DATA screen shows you the player's number and position, and his skill in five areas:

- |                   |                                      |
|-------------------|--------------------------------------|
| <b>Shot Speed</b> | Shooting ability                     |
| <b>Quickness</b>  | Ability to respond quickly           |
| <b>Speed</b>      | Skating speed                        |
| <b>Defense</b>    | Defensive skill (avoiding penalties) |
| <b>Power</b>      | Overall strength                     |

The red bar next to each skill represents the player's strength in that area. The longer the bar,

the greater his ability. Each skill is also expressed in a number, which appears to the right of the skill bar. All skills are rated on a scale of 1-10 except the Power skill, which is rated from 1-100. The higher the number, the greater the skill.

Press any button to return to the SETUP screen, then press the **B Button** to leave the DATA mode.



## SETUP SCREEN (continued)

### Offense

Use the Control Pad to move the pointer next to the OFFENSE option. Two offensive strategies are available: **Shooting Guard (B)** and **Formation Attack (A)**. Press the **B Button** or the **A Button** to select the corresponding strategy. The selected strategy appears on the hockey rink diagram on the right side of the screen.

#### **B Button — Shot Speed Guard**

Players assist the player who has the puck.

#### **A Button — Formation Attack**

Each player attacks from his strongest position.

### Defense

Use the Control Pad to move the pointer next to the DEFENSE option. Two defensive strategies are available: **Man-To-Man (B)** and **Zone Defense (A)**. The selected strategy appears on the hockey rink diagram on the right side of the screen.

#### **B Button — Man-To-Man**

Players move toward the player with the puck.

#### **A Button — Zone Defense**

Players defend their own positions.

## ON-SCREEN DISPLAYS

The following information appears at the bottom of the game screen.

### Team Name

The name and logo of Player One's team appears in the lower left corner of the screen. The name and logo of the opposing team appears in the lower right corner of the screen.

### Score

The current score for each team appears next to the team name.

### Current Player

The name and uniform number of the current player on each team appears above the team names.

### Player Power

Power meters for the current players appear below the corresponding team logos.

### Period

The number of the current period appears in the bottom center of the screen. You select the number of periods in a game on the OPTIONS screen.

### Time Left

The amount of time left in the current period is displayed below the period number. You select the amount of time in each period on the OPTIONS screen.



## THE RINK

---

In *ProSport Hockey™*, you have a bird's-eye view of the rink and follow the action as it moves from one side of the ice to the other. Although the two teams change sides after each period, your perspective remains the same — so be prepared to shoot in the other direction!

### Red Line

The red line, or center line, marks the center of the rink.

### Blue Line

There are two blue lines on the rink, one on either side of the center line. The blue lines mark the boundaries of each team's defensive zone.

### Goal Line

The goal lines are the lines in front of each goal.

### Defensive Zone

The defensive zone is the area between your goal line and the closer blue line. Each team's defensive zone is his opponent's offensive zone.

### Offensive Zone

The offensive zone is the area between your opponent's goal line and the blue line on that side of the ice. Each team's offensive zone is his opponent's defensive zone.

### Center Ice

Center ice is the area between the two blue lines.

## THE RINK (continued)

---

### **Crease**

The crease is the red semi-circle in front of each goal. The goalie may not move outside the crease.

### **Faceoff Circles**

The faceoff circles are the four red circles that appear on the ice, two in each team's defensive zone. Faceoffs are used to continue the game after a foul. At the beginning of each period and after a goal, a faceoff takes place in the blue faceoff circle at center ice.

### **Faceoff Points**

Four red faceoff points are located between the blue lines, two on either side of the center line. Depending on the location of the foul, the faceoff may occur at one of these points instead of at a faceoff circle.

## SUPER CUP MODE

---

Select **SUPER CUP** from the **SELECT MODE** to enter the seven-game Super Cup series. The **SUPER CUP** screen contains two options: **NEW GAME** and **PASSWORD**. Select **NEW GAME** to start a new playoff series, or select **PASSWORD** to continue an existing series. Use the Control Pad to highlight the option you want to choose, then press the **A Button**.

### **New Game**

When you select **NEW GAME** from the **SUPER CUP** screen, the **SELECT TEAM** screen appears. This screen shows you all 24 teams, divided into six groups. Use the Control Pad to position the

## SUPER CUP MODE (continued)

1P cursor over the logo of the team you want to select, then press the **A Button** to select that team and display the MATCH screen. Press the **A Button** again to display the SETUP screen. Make any changes to your team setup, then select EXIT and press the **A Button** to begin the game.

When the game is over, the SCORE screen appears. Press the **A Button** to display the PASSWORD screen. After writing down your password, press the **A Button** again to continue the series. You may stop a series after any game, then continue it at any time by entering the correct password.

### Password

You are given a 24-character password after each game in a Super Cup series. To continue an existing series, select PASSWORD from the SUPER CUP screen and enter your password.

Use the Control Pad to position the red cursor over a character, then press the **A Button** to select that character. Continue selecting characters until your password is complete. To move the blue password cursor over a different character in the password, position the red cursor over the left or right arrows (next to the word END) and press the **A Button**.





## FOULS (continued)

---

### Offsides

Offsides is called when a player on the offensive team enters the attacking zone (i.e. moves across his opponent's blue line) in front of the player with the puck. After offsides is called, a faceoff takes place at one of the faceoff points near the blue line. You can turn the Offsides option OFF on the OPTIONS screen.

**NOTE:** The two-line offsides foul is not called in this game.

## TEAM ROSTERS AND RATINGS

### BOSTON BRUINS

Line	Num	Pos	Name	Pwr	Spd	SS	Def	Qui
1	12	C	Oates, Adam	99	8	9	6	9
2	19	C	Posin, Dave	87	7	7	9	7
1	8	RW	Neely, Cam	95	6	9	8	8
2	27	RW	Leach, Steve	83	7	8	6	7
1	49	LW	Juneau, Joe	90	9	8	9	9
2	10	LW	Kvartainov, D.	90	8	8	9	8
1	26	D	Wesley, Glen	87	7	9	7	7
2	28	D	Murphy, Gord	80	6	7	6	6
2	32	D	Sweeney, Dan	80	8	7	6	8
1	77	D	Bourque, Ray	99	9	9	9	9
				Pwr	Mob	Reac	Giv	Stk
1	35	G	Mozg, Andy	85	9	9	9	9
2	39	G	Blue, John	80	6	7	7	7

### BUFFALO SABRES

Line	Num	Pos	Name	Pwr	Spd	SS	Def	Qui
2	10	C	Hawerchuk, D.	90	7	9	7	8
1	16	C	LaFontaine, Pat	99	9	9	9	9
2	25	RW	Audette, Donald	82	8	8	7	8
1	69	RW	Mogilny, A.	95	9	9	8	9
1	20	LW	Sweeney, Bob	85	7	7	9	7
2	27	LW	May, Brad	90	6	8	7	6
2	42	D	Smetlik, Richard	83	7	7	8	7
2	41	D	Sutton, Ken	87	6	8	7	6
1	7	D	Swoboda, Petr	85	9	8	7	9
1	8	D	Bodger, Doug	86	7	9	9	7
				Pwr	Mob	Reac	Giv	Stk
1	31	G	Fuhr, Grant	93	8	9	9	9
2	39	G	Hasek, Dominik	83	9	9	7	9

## TEAM ROSTERS AND RATINGS (continued)

### CALGARY FLAMES

Line	Num	Pos	Name	Pwr	Spd	SS	Def	Gul
2	25	C	Nieuwendyk, Joe	95	8	9	8	8
1	26	C	Reichel, Robert	90	8	8	8	8
1	14	RW	Floury, Theoren	94	9	8	9	9
2	42	RW	Nakanishi, Sergei	96	9	9	7	9
1	10	LW	Roberts, Gary	97	8	8	9	8
2	28	LW	Ranheim, Paul	90	9	7	8	9
1	2	D	Machonis, Al	97	8	9	9	9
2	18	D	Yawney, Trent	88	7	7	8	7
1	20	D	Suter, Gary	91	8	9	7	8
2	3	D	Musil, Frantisek	87	7	7	8	8
				Pwr	Mob	Reac	Glv	Stk
1	30	G	Vernon, Mike	87	8	8	8	8
2	35	G	Reese, Jeff	88	6	6	6	8

### CHICAGO BLACKHAWKS

Line	Num	Pos	Name	Pwr	Spd	SS	Def	Gul
2	12	C	Sutter, Brent	90	7	7	9	7
1	27	C	Rosenick, Jeremy	97	9	9	9	9
1	28	RW	Lamner, Steve	96	8	8	9	8
2	33	RW	Graham, Dirk	92	7	8	8	7
1	16	LW	Goulet, Michel	91	8	9	8	8
2	32	LW	Matteau, S.	87	7	7	7	7
2	2	D	Marcum, Bryan	85	7	8	7	7
2	3	D	Muni, Craig	88	7	8	9	7
1	5	D	Smith, Steve	92	7	8	9	7
1	7	D	Chelios, Chris	96	9	9	9	9
				Pwr	Mob	Reac	Glv	Stk
1	38	G	Bellor, Ed	82	7	9	9	9
2	29	G	Waltz, Jim	95	8	9	8	8

## TEAM ROSTERS AND RATINGS (continued)

### DETROIT RED WINGS

Line	Num	Pos	Name	Pwr	Spd	SS	Def	Qui
1	19	C	Yerman, Steve	99	9	9	8	9
2	91	C	Fedorov, Sergei	97	9	9	9	9
2	21	RW	Ciccarelli, Dino	69	7	9	7	7
1	25	RW	Sheppard, Ray	66	7	6	7	9
1	22	LW	Yschaert, Paul	90	7	7	8	7
2	24	LW	Probert, Bob	93	7	6	7	7
1	3	D	Chasson, Steve	93	8	9	9	7
1	77	D	Cotley, Paul	97	9	9	7	9
2	5	D	Lidstrom, N.	90	8	6	7	8
2	2	D	McGrimmon, B.	57	7	7	9	7
				Pwr	Mob	Reac	Glv	Stk
1	32	G	Cheveldae, Tim	59	7	7	7	7
2	37	G	Riendeau, V.	64	7	7	7	7

### EDMONTON OILERS

Line	Num	Pos	Name	Pwr	Spd	SS	Def	Qui
2	14	C	MacTavish, C.	90	7	7	8	7
1	39	C	Weight, Doug	87	7	8	8	7
2	27	RW	Mellany, Scott	82	7	6	7	7
1	85	RW	Klima, Petr	85	9	6	7	9
1	18	LW	Simpson, Craig	88	8	9	7	7
2	9	LW	Corson, Shayne	87	7	7	7	7
1	25	D	Smith, Geoff	87	8	7	7	6
2	22	D	Richardson, L.	86	7	7	7	7
1	24	D	Manson, Dave	91	7	6	8	7
2	21	D	Kravchuk, Igor	90	8	7	8	7
				Pwr	Mob	Reac	Glv	Stk
1	30	G	Ranford, Bill	96	8	8	8	6
2	1	G	Tugnutt, Ron	80	7	7	8	6

## TEAM ROSTERS AND RATINGS (continued)

### HARTFORD WHALERS

Line	Num	Pos	Name	Pwr	Spd	SS	Def	Qui
1	8	C	Sanderson, Geoff	79	7	7	5	7
2	21	C	Cassels, Andrew	70	6	6	5	7
1	16	RW	Verbeek, Pat	85	7	7	7	7
2	25	RW	Yaka, Terry	61	6	6	9	7
1	24	LW	Poulin, Patrick	65	8	8	7	8
2	20	LW	Kypreos, Nick	59	6	6	6	6
1	3	D	Zalapski, Zorley	92	8	9	8	9
2	4	D	Weinrich, Eric	80	6	7	7	6
1	5	D	Konroyd, Steve	81	7	7	7	6
2	6	D	Burt, Adam	77	6	5	6	6
				Pwr	Mob	Reac	Glv	Stk
1	1	G	Burke, Sean	93	9	8	8	8
2	40	G	Petrangelo, F.	81	7	6	6	6

### LOS ANGELES KINGS

Line	Num	Pos	Name	Pwr	Spd	SS	Def	Qui
2	12	C	Carson, Jim	90	7	8	7	7
1	99	C	Gretzky, Wayne	99	9	9	9	9
2	7	RW	Sandstrom, T.	91	8	8	7	8
1	17	RW	Kurri, Jari	91	8	9	9	8
1	20	LW	Robitaille, Luc	93	7	9	8	7
2	21	LW	Granato, Tony	89	9	8	8	9
1	4	D	Blake, Rob	90	8	9	7	8
1	22	D	Huddy, Charlie	82	6	7	9	6
2	25	D	Sykes, Darryl	80	7	7	6	7
2	33	D	McGonky, Marty	80	5	6	6	6
				Pwr	Mob	Reac	Glv	Stk
1	32	G	Hudzey, Kelly	87	8	8	6	7
2	35	G	Stauffer, Robb	81	7	7	7	7



## TEAM ROSTERS AND RATINGS (continued)

### MINNESOTA NORTH STARS

Line	Num	Pos	Name	Pwr	Spd	SS	Def	Qst
2	15	C	Gagner, Dave	93	7	7	9	7
1	9	C	Modano, Mike	91	8	8	7	8
2	20	RW	Craig, Mike	85	7	7	7	7
1	26	RW	Courtahl, Russ	90	9	8	7	9
1	22	LW	Dahlen, Ulf	89	7	7	7	6
2	17	LW	McPhee, Mike	80	6	6	9	6
1	2	D	Hatcher, Derian	85	8	8	7	8
1	4	D	Makichuk, R.	85	7	7	7	7
2	3	D	Ludwig, Craig	75	6	7	7	6
2	24	D	Tinordi, Mark	92	6	7	8	6
				Pwr	Mob	Reac	Slv	Slk
1	30	G	Casey, Jon	89	7	7	8	8
2	35	G	Wakulich, Darcy	81	6	6	6	6

### MONTREAL CANADIENS

Line	Num	Pos	Name	Pwr	Spd	SS	Def	Qst
2	18	C	Savard, Denis	88	9	7	7	9
1	47	C	Lebeau, Stephan	89	9	8	9	9
1	23	RW	Bellows, Brian	85	7	9	6	7
2	12	RW	Keane, Mike	81	7	6	9	6
1	11	LW	Muller, Kirk	90	7	8	9	8
2	25	LW	Damphousse, V.	93	7	8	8	7
2	14	D	Haller, Kevin	83	7	7	8	7
2	43	D	Brisabois, P.	84	7	8	6	7
1	28	D	Desjardins, Eric	88	8	8	8	8
1	8	D	Schneider, Matt	83	8	8	9	8
				Pwr	Mob	Reac	Slv	Slk
1	33	G	Rey, Patrick	97	9	9	9	9
2	37	G	Racicot, Andre	80	5	5	6	6

## TEAM ROSTERS AND RATINGS (continued)

### NEW JERSEY DEVILS

Line	Num	Pos	Name	Pwr	Spd	SS	Def	Qst
1	19	C	Nichols, Darrin	90	8	5	8	8
2	20	C	Semak, A.	87	8	7	7	8
2	22	RW	Lemieux, Claude	90	7	7	8	7
1	44	RW	Richter, Stephane	92	9	9	6	7
1	25	LW	Zolnerukh, V.	83	8	8	7	6
2	16	LW	Holik, Bobby	87	7	8	7	7
2	2	D	Fetisov, V.	88	7	7	9	7
1	4	D	Savary, Scott	95	8	9	9	8
1	7	D	Kasatonov, A.	93	8	9	9	8
2	27	D	Niedermayer, S.	88	7	7	7	8
				Pwr	Mob	Reac	Glv	Stk
2	1	G	Billington, C.	84	7	7	7	7
1	31	G	Torrey, Chris	85	8	8	6	8

### NEW YORK ISLANDERS

Line	Num	Pos	Name	Pwr	Spd	SS	Def	Qst
2	33	C	Hogue, Benoit	88	9	7	6	9
1	77	C	Turgeon, Pierre	93	8	9	7	8
2	15	RW	Dalgarno, Brad	78	6	7	6	6
1	26	RW	Fitzley, Patrick	83	6	8	8	6
2	27	LW	King, Derek	85	7	9	7	7
1	32	LW	Thomas, Steve	90	8	9	7	8
2	8	D	Morton, Jeff	82	7	7	8	7
1	23	D	Malakhov, V.	99	8	9	6	8
1	11	D	Kasparaitis, D.	90	8	8	7	8
2	7	D	Lachance, Scott	83	8	7	7	8
				Pwr	Mob	Reac	Glv	Stk
1	35	G	Healy, Glenn	83	7	6	7	6
2	30	G	Fitzpatrick, M.	85	7	5	7	5

## TEAM ROSTERS AND RATINGS (continued)

### NEW YORK RANGERS

Line	Num	Pos	Name	Pwr	Spd	SS	Def	Qst
2	8	C	Tierney, Darren	92	9	9	7	9
1	11	C	Messier, Mark	99	9	9	8	8
1	22	RW	Garner, Mike	94	9	9	8	9
2	33	RW	Amonte, Tony	90	8	8	8	8
1	9	LW	Graves, Adam	91	9	8	7	8
2	12	LW	Olczyk, Ed	87	7	8	7	7
1	2	D	Leach, Brian	97	9	9	6	9
1	3	D	Patrick, James	90	9	7	9	9
2	4	D	Lowe, Kevin	85	7	7	6	7
2	23	D	Burke, Jeff	87	6	7	7	6
				Pwr	Mob	Reac	Slv	Stk
1	34	G	Varliesbroeck, J.	90	8	8	6	8
2	35	G	Richter, Mike	88	8	6	6	8

### OTTAWA SENATORS

Line	Num	Pos	Name	Pwr	Spd	SS	Def	Qst
2	13	C	Baker, Jamie	81	6	7	7	7
1	15	C	Archibald, Dave	81	7	7	7	7
1	25	RW	Kudelski, Bob	80	6	7	7	6
2	17	RW	Hall, Jody	75	6	7	6	6
2	44	LW	Peluso, Mike	82	7	7	6	6
1	61	LW	Turgeon, S.	89	8	9	6	7
1	4	D	Shaw, Brad	83	7	7	7	7
2	5	D	Hammond, Ken	75	6	7	7	6
2	14	D	Marsh, Brad	78	5	5	6	5
1	22	D	Nachter, Norm	88	8	6	7	7
				Pwr	Mob	Reac	Slv	Stk
2	31	G	Sidorkiewicz, P.	87	6	6	7	6
1	32	G	Berthiaume, D.	81	7	6	8	6

## TEAM ROSTERS AND RATINGS (continued)

### PHILADELPHIA FLYERS

Line	Num	Pos	Name	Pwr	Spd	SS	Def	Qul
2	17	C	Brind'Amour, Rod	97	7	8	9	8
1	88	C	Lindros, Eric	99	9	9	8	9
1	8	RW	Recchi, Mark	95	7	9	7	7
2	11	RW	Dinson, Kevin	89	7	7	6	7
1	18	LW	Fedyk, Brent	85	7	7	7	7
2	9	LW	Eklund, Per-Erik	85	8	8	9	8
1	3	D	Galley, Garry	84	7	6	7	7
2	5	D	Nathess, Ric	81	6	7	7	6
2	2	D	Yushkevich, D.	80	7	7	6	7
1	29	D	Carkner, Terry	90	7	6	9	7
				Pwr	Mob	Reac	Glw	Slk
2	35	G	Beauregard, S.	84	7	6	7	7
1	30	G	Soderstrom, T.	90	7	7	7	7

### PITTSBURGH PENGUINS

Line	Num	Pos	Name	Pwr	Spd	SS	Def	Qul
2	10	C	Francis, Ron	90	8	7	6	8
1	66	C	Lemieux, Mario	99	9	9	6	9
2	22	RA	Tecchet, Rick	92	7	7	6	7
1	68	RA	Jagr, Jaromir	96	9	9	6	9
2	15	LW	McEachern, S.	85	7	6	6	7
1	25	LW	Stevens, Kevin	95	8	9	7	8
2	23	D	Stanton, Paul	80	6	5	7	6
1	5	D	Samuelsson, Ulf	87	7	7	9	7
2	28	D	Samuelsson, K.	80	6	7	8	6
1	56	D	Murphy, Larry	87	7	7	8	7
				Pwr	Mob	Reac	Glw	Slk
1	36	G	Barrasso, Tom	83	8	9	9	8
2	31	G	Wegge, Ken	95	7	7	7	7

## TEAM ROSTERS AND RATINGS (continued)

### QUEBEC NORDIQUES

Line	Num	Pos	Name	Pwr	Spd	SS	Def	Qui
1	13	C	Sundin, Mats	94	9	9	8	9
2	19	C	Sakic, Joe	92	8	8	8	8
1	11	RW	Nolan, Owen	93	8	9	6	8
2	48	RW	Young, Scott	85	7	9	7	7
1	17	LW	Kamensky, Valeri	93	9	9	7	8
2	9	LW	Ricci, Mike	90	7	7	9	8
2	2	D	Hullman, Kerry	82	7	8	8	7
1	52	D	Foste, Adam	87	8	8	7	7
2	5	D	Gusakov, Alexei	92	7	8	7	7
1	25	D	Ducheste, Steve	90	8	8	6	8
				Pwr	Mob	Reac	Glv	Stk
2	27	G	Hextall, Ron	95	8	9	8	9
1	35	G	Fiset, Stephane	84	7	9	8	7

### SAN JOSE SHARKS

Line	Num	Pos	Name	Pwr	Spd	SS	Def	Qui
2	12	C	Evason, Dean	78	5	6	6	5
1	11	C	Kisio, Kelly	76	7	7	7	6
1	17	RW	Falloon, Pat	91	8	9	6	8
2	37	RW	Gaudreau, R.	80	7	7	7	7
1	10	LW	Garpenkov, J.	82	7	7	7	6
2	18	LW	Pederson, Mark	77	6	8	6	6
2	6	D	Orolosh, Sands	82	7	7	6	7
2	41	D	Pederson, Tom	75	7	7	7	7
1	5	D	Wilkinson, Neil	81	7	7	7	7
1	24	D	Wilson, Doug	84	8	9	8	7
				Pwr	Mob	Reac	Glv	Stk
1	32	G	Imo, Arturs	85	7	8	6	6
2	30	G	Hackett, Jeff	62	5	6	5	5



## TEAM ROSTERS AND RATINGS (continued)

### ST. LOUIS BLUES

Line	Num	Pos	Name	Pwr	Spd	SS	Def	Qui
1	7	C	Emerson, Nelson	88	9	8	8	9
2	15	C	Jamney, Craig	87	7	7	8	7
1	16	RW	Hull, Brett	90	9	9	7	9
2	14	RW	Miller, Kevin	85	7	8	8	7
2	28	LW	Bassen, Bob	85	7	7	9	7
1	19	LW	Shanahan, B.	93	8	8	8	8
2	4	D	Zombo, Rick	82	6	6	7	6
1	6	D	Crossman, Doug	90	6	7	7	6
1	21	D	Brown, Jeff	90	7	8	7	8
2	5	D	Butcher, Garth	86	6	7	7	6
				Pwr	Mob	Reac	Div	Slk
2	29	G	Hebert, Guy	85	7	8	7	7
1	31	G	Joseph, Curtis	95	8	8	8	8

### TAMPA BAY LIGHTNING

Line	Num	Pos	Name	Pwr	Spd	SS	Def	Qui
2	14	C	Tucker, John	82	6	6	6	7
1	19	C	Bradley, Brian	87	8	8	7	8
2	24	RW	Cole, Danton	84	6	6	8	6
1	28	RW	Bureau, Marc	80	7	7	8	6
2	16	LW	Kontos, C.	85	7	9	7	7
1	34	LW	Andersson, M.	87	8	7	7	8
2	2	D	Deers, Bob	81	6	6	6	6
1	29	D	Reekie, Joe	87	6	5	8	5
2	22	D	Chambers, S.	85	6	6	7	6
1	44	D	Hamrik, Roman	87	7	7	7	7
				Pwr	Mob	Reac	Div	Slk
2	1	G	Young, Wendell	80	6	6	6	6
1	35	G	Jablonski, Pat	81	6	7	6	6

## TEAM ROSTERS AND RATINGS (continued)

### TORONTO MAPLE LEAFS

Line	Num	Pos	Name	Pwr	Spd	SS	Def	Qui
2	19	C	Gullen, John	83	7	9	7	6
1	90	C	Gilmour, Doug	97	9	8	8	9
1	9	RW	Anderson, Glenn	90	9	9	7	9
2	16	RW	Borschevsky, M.	85	6	8	8	8
1	17	LW	Cark, Wendel	90	7	9	7	6
2	14	LW	Andreychuk, D.	90	7	9	7	7
2	3	D	Rouse, Bob	84	6	7	7	6
1	4	D	Elett, Dave	86	7	9	7	7
2	23	D	GA, Todd	84	7	7	7	6
1	15	D	Mironov, Dmitri	85	7	8	7	7
				Pwr	Mob	Reac	Giv	Stk
1	29	G	Potvin, Felix	85	8	9	8	8
2	1	G	Puppa, Daren	89	8	8	7	7

### VANCOUVER CANUCKS

Line	Num	Pos	Name	Pwr	Spd	SS	Def	Qui
1	7	C	Banning, Cliff	90	9	7	6	9
2	19	C	Nedved, Petr	88	6	8	7	8
2	17	RW	Ward, Dixon	86	7	7	7	7
1	16	RW	Linden, Trevor	94	8	9	8	8
1	10	LW	Suro, Pavel	99	9	9	9	9
2	14	LW	Courtial, Geoff	91	9	8	6	9
2	4	D	Diduck, Gerald	88	7	7	7	7
2	5	D	Murzyn, Dana	83	6	7	7	6
1	21	D	Lumme, Jyrki	87	7	7	7	7
1	3	D	Lidster, Doug	85	7	7	8	7
				Pwr	Mob	Reac	Giv	Stk
1	1	G	McLean, Kirk	92	8	8	8	8
2	35	G	Whitmore, Kay	67	7	8	7	7

## TEAM ROSTERS AND RATINGS (continued)

### WASHINGTON CAPITALS

Line	Num	Pos	Name	Pwr	Spd	SS	Def	Qui
2	32	C	Hunter, Dale	90	7	7	5	7
1	29	C	Pivonka, Michael	88	7	6	6	7
1	8	RW	Khrstich, D.	85	8	8	6	7
2	19	RW	Elynuik, Pat	84	7	8	7	7
1	18	LW	Burnidge, Randy	90	7	8	9	7
2	12	LW	Bondra, Peter	90	8	8	7	7
2	3	D	Cote, Sylvain	82	6	8	9	5
1	4	D	Hatcher, Kevin	93	8	9	7	7
2	6	D	Johansson, Calle	81	7	7	7	7
1	34	D	Iatras, Al	96	9	9	7	9
				Pwr	Mob	Reac	Glv	Stk
1	31	G	Tabaracci, Rick	90	8	9	5	8
2	33	G	Beaupre, Don	87	7	6	6	6

### WINNEPEG JETS

Line	Num	Pos	Name	Pwr	Spd	SS	Def	Qui
1	10	C	Zhamnov, Alexei	92	9	9	7	9
2	25	C	Steen, Thomas	87	7	7	6	6
2	11	RW	Davydov, Evgeny	90	9	9	6	8
1	13	RW	Selanne, Teemu	99	9	9	5	9
2	7	LW	Tkachuk, Keith	90	7	6	5	7
1	17	LW	King, Kris	90	7	7	5	7
1	4	D	Olausson, F.	91	8	9	6	8
1	6	D	Housley, Phil	94	9	9	6	9
2	3	D	Gaulin, Sergei	85	7	7	7	7
2	27	D	Namminen, T.	93	6	8	9	8
				Pwr	Mob	Reac	Glv	Stk
1	35	G	Essensa, Bob	93	6	9	8	5
2	30	G	Hrivniak, Jim	80	7	6	6	6

## GAME TIPS — THE JALECO MAJOR PLAYER'S HOTLINE

---

If there's something you don't understand about your new Jaleco game, or if you're having problems with your cartridge, or if you're just plain stuck, you're welcome to call the Jaleco *Major Player's Hotline* between the hours of 8:30 AM and 5:00 PM Central time Monday through Friday (except holidays). One of our friendly game counselors will be happy to give you tips or help you out with any problems you're having. Here's the number to call:

**(708) 215-2359**

*Note:* Normal telephone charges apply when you call the hotline number. It is not a toll-free call. Kids: get your parent's or guardian's permission to call before dialing the Jaleco *Major Player's Hotline*!

## TAKING CARE OF YOUR JALECO GAME

---

- This Jaleco Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.